

# LIFE OF MONTY

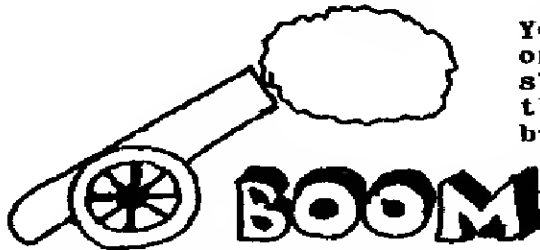
#33

AUGUST 18, 1983

special guest star MOS EISLEY - only 50¢

Another month or so, another LIFE OF MONTY, by Don Del Grande, 142 Eliseo Drive, Greenbrae, CA 94904, phone (415) 461-2692, phone hours 12 noon-12 midnight, prevailing Pacific time (GMT-7 until the last Sunday in October, then GMT-8). Since nobody outside of North America ever calls me, let's just say 3PM-3AM Eastern time, so if the Phyllis deadline passes, you still have four hours to call me. This issue has another "new" feature - stay tuned for details. Also, the usual garbage, like DIP WARZ, what's left of DIP BOWL, plus DIP THIS and DIP THAT....oops, that slipped in there. But let's face it - if it was KINGMAKER WARZ, would you read it? And speaking of reading....

MONTY'S NEWS AND COMMENT is brought to you by, um, er, uh, well, I forgot.



Yes, it's another LOM CANNON SALUTE! This one goes out to - I hope I'm not premature about this - Mr. and Mrs. SCOTT HANSON for their recent marriage, scheduled for July 2, but I'm not sure when - or if - it was. THUD - oh, dreadfully sorry, sir; your dog should have seen the cannonball coming.

It's official- Ksthy Byrne has taken over as the Boardman Number Custodian. We all wish her luck - however, I must say here that she's asking for it. Remember, this is the person that resigned her spot in the US Orphan Service because of the way she was treated. Could this be a case of out of the frying pan and into the fire?

In a related story, rumor has it that 1981AK will be declared irregular by the new BNC, who, coincidentally, was eliminated as Russia in that game. The reason for irregularity, according to the BNC, is "subconscious GM irregularities - on the outside, John Daly looks like a fine GM, but who knows what damage was caused by his participation in 1980LE under that horrible GM ((editor's note: I GMed 1980LE, remember? I don't care to; either....)))? I can't take the chance that the game was unduly affected."

JOHN BOARDMAN DEPARTMENT: "Atari 800, 48K, brand new (unused), plus BASIC and Reference Manuals, \$240 while they last." I couldn't pass that up! Yes, you're looking at another victim of the Home Computer Revolution. Maybe I can get this thing to challenge John's VIC-20 to a game of chess.... as soon as I feel like saving up enough bucks for some chess software. Which reminds me....anybody know the address of Bob Arnett's company? (Never mind, I found it....)

Chances are that this will come out after ORIGINS, since I'm never quite sure when the next issue is due out, now that there aren't any games being run. I'm still trying to fill my almost-one-year-old DIPLOMACY opening, plus my SOURCE OF THE NILE opening, but nobody's joined the list in a long time. I'm not even sure that the four on my Dip list are still subbers. Will I give up hope? Will I ever make it? Will I have to fold? (Sorry, you're stuck with LOM - no folds around here.) Currently, LOM has 14 paying readers, 13 trades, and 2 freebies each month. Maybe the new ZINE DIRECTORY will increase circulation (I wasn't in the last one) - and maybe I'll slowly have my subbers drop off until I'm left with just the trades (which, by the way, I'm looking for more of). Anyway, if I happen to hear any ORIGINS news, I'll pass it to you loyal readers somewhere inside.

UP FRONT openings - see page 4  
COVER - see this PAGE 1

And now it's time for some more of those reviews nobody really cares about, but as long as the articles are all gone, I might as well fill the pages with something....

### THE CIVIL WAR (Victory Games)

520 counters, 2 32 x 22 inch maps, 56-page rules/scenario book, player aid cards, 4 dice (6-sided, not 10 as in GULF STRIKE).

For some reason, there are too many (it seems to me) games on Gettysburg, Antietam, Shiloh, Bull Run, etc., and not enough dealing with the entire war (I can think of AH's old CIVIL WAR, SPI's AMERICAN CIVIL WAR, and GDW's A HOUSE DIVIDED). (Almost forgot WAR BETWEEN THE STATES, SPI's cross between the Civil War and WAR IN EUROPE....)

THE CIVIL WAR reminds me of WAR BETWEEN THE STATES - a lot of leaders and strength points representing infantry. Like A HOUSE DIVIDED, the number of phases in each (two-month) turn depends on dice. Each turn, both players decide where to have their Primary, Secondary, and Tertiary theaters (East, West, or Trans-Mississippi: Far West is separate), and receive a number of commands for each theater based on a dice roll (a roll of 7 gets 6 primary, 4 secondary, and 1 tertiary commands). Then, a series of phases begins which go like this: both players roll two dice; the high roller gets one SP or leader as a reinforcement (in addition to scheduled reinforcements); the high roller spends a number of commands equal to the dice difference (if he has that many); the low roller does the same thing; repeat the phase until both players run out or roll the same number a certain number of times (if the phase doesn't end, both players get extra commands).

Leaders play a very important role; each leader has an initiative rating which determines how many commands it takes for him to move SPs with him (up to 2 SPs for a 1-star, 6 for a 2-star, one army for a 3-star, and any number of armies for a 4-star; it takes 2 commands, a 3 or 4-star general, and 1 or more SPs to form an army, which can hold any number of SPs). SPs can move without a leader - one SP at a time, one command per SP. There are no cavalry SPs per se; SPs stacked with a cavalry leader are considered cavalry SPs. Leaders also affect combat die rolls; most help the roll of his side, but a few help the enemy's rolls.

Combat takes place when both sides have SPs in the same hex. The resolution is simple odds-ratio (or SP-difference when the odds are between 1-2 and 2-1); both players roll a die, add any modifications, cross-reference with the odds and size of the friendly force, and execute the result (loss of up to 3 SPs plus demoralization).

There are a number of other details, like river and sea naval units, railroads, forts, and optional rules for the Far West campaign, including Indian massacres. There are scenarios for each year, plus, of course, the full campaign; victory points are awarded for control of cities and mines, conversion of states, sinking of merchant ships, and isolation and/or occupation of Washington.

This is the best of the Civil War games I have seen; then again, I happen to like non-simplistic, non-complex games (the first describes A HOUSE DIVIDED; the latter, WAR BETWEEN THE STATES). The only trouble is in finding a 6 foot by 3 foot table to put it on.

### WESTERN DESERT (Games Designers Workshop)

Another EUROPA game! The EUROPA series are designed to be put together in one LARGE map of Europe and North Africa on a divisional scale. WESTERN DESERT covers the area from Tripoli to the eastern Mediterranean shores, going farther east than most Africa games I've seen. WESTERN DESERT contains two 28 x 22 inch maps, 480 counters, and a booklet of rules and charts, all for \$15.

Units represent battalions/regiments/brigades, with divisional buildups, and groups of 50 aircraft, plus the hulk of the Italian ship San Giorgio, which is considered an anti-aircraft unit. The forces present include Italian, German, Vichy, British, British Colonial, Commonwealth, Free French, Polish, Czech, Greek, and American.

This is PAGE 2 - only 2 more pages  
to the UP FRONT openings

Each 2-week turn consists of an Allied and an Axis player-turn, each consisting of Movement, Air Operations, Combat, and Mechanized Movement. Combat is simple odds-ratio, with AE/AR/EX/DR/DE plus half eliminations, half exchanges, and no effect results. Divisions at full strength are reduced instead of eliminated on an AE/EX/DE/etc. result. Unlike most other games, Europa games have detailed armor and antitank effects on combat (for example: combat dice rolls are increased by 3 if all attackers are a combination of armored, motorized, support group, and artillery - except when attacking units in mountains, swamps, forts, or large cities).

Air combat is handled in a special manner - the "attackers" consist of the escort screen and the attack force, while the "defenders" (interceptors, actually) are split into the escort-attacking and escort-bypassing forces. If any escorts are not attacking interceptors attacking the screen (because the escorts outnumber the interceptors), the extra escorts may attack the interceptors bypassing the screen. Finally, the bypassing units attack the bombers, after which the bombers continue to their targets. This is similar to FLAT TOP, except that in FT, if the screen interceptors outnumber the screen by 2-1 then the excess may attack the bombers (with the other interceptors), whereas if the screen outnumbers the screen interceptors by 2-1 then no planes may attack the bombers. Clear? Just like the Supply rules in CAMPAIGN FOR NORTH AFRICA....

There are the usual Africa special rules, like the Malta effect on German shipping (Malta's effect can be changed by bombarding and/or invading Malta, but the invasion must be made by special Italian units), the occupation of Crete, and those mobile supply units that run out just when you're ready for that big push....

If you didn't get those air rules, I suggest that you don't buy THEIR FINEST HOUR, since the Battle of Britain was an air war (even though the Germans are capable of invading Britain). You don't like those counters? THE FALL OF FRANCE and DRANG NACH OSTEN are not for you. Too much detail? Try AFRIKA KORPS. Want this game? Find a 2½ foot by 5 foot table....

#### CONQUISTADOR (Avalon Hill)

This is the re-release of SPI's popular game; for \$18, there are 560 counters, a rulebook, a pad of expedition sheets, 2 dice, and a map which is supposed to be 32 x 22, but when it's actually laid down, if it can be, who knows what shape it'll be? Actually, the map is worse than the CIVILIZATION and STORM OVER ARNHEM maps, because it feels like somebody took the SPI map and pasted it on a backing without covering the front with any coating. The map has the SPI hex-numbering and type; from a picture I have of the SPI map, the only changes are to results of certain dice rolls (2 dice are rolled to discover mines now) and the addition of a Portugal box.

Four players make the best game: from one to four can play. Despite what Avalon Hill says, five players can't play; there are no German Bankers. Each player represents a country (Spain, France, England, and Portugal); given a treasury and annual taxes and colonists, plus explorers/pirates/conquistadors, the players must explore as much of North and South America as possible (somewhat like SOURCE OF THE NILE with the terrain filled in). There are certain oddities, like Natives, Gold, Political Events, and the occasional search for El Dorado.

Money is the object - victory is a combination of money, country control, and discoveries (e.g. circumnavigation, the Amazon, the Pacific).

The game is certainly not DIPLOMACY: you either like this stuff or you don't - it's up to you whether to spend the cash.

And as a special surprise....

PAC-MAN (Atari, for the Atari 400/800)

Unlike the version for the VCS, this PAC-MAN looks just like the real thing - and sounds pretty close, too. For 1 or 2 players, with your choice of difficulty (the Bucklew brothers would probably start with the keys - but I think the pattern is different than for the arcade game). However, I don't think it's worth all of that money; I'd rather play a good adventure like ZORK.

Almost at UP FRONT... This is  
only PAGE 3, though

LATE NEWS FLASH....The Whitestonia/Runestone Bourso just ended, with Mark Berch taking the biggest risk with 200 shares of LOM. You see, Mark isn't a subscriber, so he just doesn't know about....(for those of you thinking what I think you're thinking, he made the buy before the announcement that Mona was pregnant, and this was not the reason I'm running the pool - which, by the way, is up to TWO DOLLARS (that's FOUR guesses) as of July 10. According to certain doctors, there's still at least a month before the big day, but Mark says that if he's not at ORIGINS, you'll know that Mona was early....

~~YOU-STILL-HAVE-TIME-ONLY-50¢-A-GUESS-DATE-TIME-AND-SEX-CLOSEST-WINS-THE-WHOLE-THING~~



DIPLOMACY....Eleven months old, and still plenty of opening here, with Dick Martin as your friendly neighborhood GM. Signed up: Michalski, Brawnner, Gardner, and Lucas (they've all got subs). NO GAME FEE - no pay, just play.

MASTERMIND - no takers - no offers - no kidding....

SOURCE OF THE NILE - still openings here. Of course, nobody cares, but the openings are here, nevertheless. Remember, no game fees - you get as many characters as you can get through (one at a time, though).

UP FRONT - I'm not quite sure how I'll do this, but I will - sign up now while you've got the chance.

COMPUTER-GMed DIPLOMACY....No, and here's why: sure, computers won't leave units off the board, forget one retreat location, stack units, etc.; however, there still exists trivial matters like standby policies, mis-entering orders, losing orders between the player and the computer, and so on.

UP FRONT - in case you missed it the first time. (UP FRONT is a toned-down card version of SQUAD LEADER, first available at ORIGINS from Avalon Hill)

~~-MARK-BERCH-DEPARTMENT-JOHN-CARUSO-SHUT-UP-ABOUT-RAIN-IT-IS-100-DEGREES-OUT-HERE-I-~~



Maybe someday I'll actually figure out what episode this is. Last time, a horrible conclusion turned into a smashing victory, more or less, and now the Rebels are using The Bourso, a small wooden block like they supposedly used in Diplomacy who-knows-when, to complete the TRUE victory, as Garra the Elvi master put it.

"Boy, it's a good thing The Diplomatic Empire doesn't know we're down here," Obse-1 Caruso tells John Pole-o.

"Now that Lord Sacks has been destroyed, who's left?" asks Princess Luscius.

"Oh, don't ask!" says Earl of Peericlees. "The forces of the Left Side are everywhere. Lord Oaklyn teaches them well in camouflage - for all we know, ILOM could be an Imperial agent in disguise."

"Your hot air is making things hot," claims Baldo Calberchian.

"NO, DON'T! WAIT A MINUTE!!" Too late - he removed his hat.

On a faraway planet, a startling discovery is made. "Large blip on the screen, sir!"

"What's the reading?"

"Too high to be measured through ordinary means."

Yawn Boring knows what this means. "Only Baldo Calberchian is capable of such a reflection. Why is he out there? Lord Sacks has been disposed of. Could it be?"

Suddenly, a voice comes out of nowhere. "Yawn Boring!"

"Lord Sacks - weren't you disposed of by the Rebels?"

"That's beside the point - you must get THE BOURSE before the Rebels complete their final true absolute etc. etc., OR ELSE."

Here it is - PAGE 4 and the UP FRONT openings

"Or else? I don't want to know....all units concentrate on the heavy blip on the screens - where did it go?"

Oboe-1 gives LLOM an order: The next time you see Calberchian without anything over his head, bury his head if necessary to hide our location."

"Even if I have to remove it first?"

"Now you're thinking like a true rebel! Hey, which way is that Bourse thing pointing?"

"Well, kind of, no, more like, actually, really, oh, thataway."

Brilliant! With thinking like that, how can the Rebels lose? Anyway, the gang takes off in whatever their spacecraft is called now, and they head...take it away, Princess Luscious:

"Okay, okay, head left....now a bit right....watch out - WATCH IT! You're going too fast!"

"We're still parked."

"I'm just practicing for later - good panicking needs work."

Okay, now the thing is actually in space - say, what's that planet doing there? Okay, you can panic!

"She fainted!" Oh, NO....was that actually a smooth landing? "As smooth as my head," says Baldo. "Say, where are we?"

"How should I know?" says Poleo. "LLOM, analyze and report."

"Planet suitable for normal life - even Rebel Diplomats - strong presence of The Bourse detected - and - Danger! Danger! Presence of Nuclear Holocaust!"

Oboe-1 is stunned. "Nuclear Holocaust? You know what that means!"

"I do?"

Nobody had time to answer that - the sky became dark, the winds rose to a crescendo and instantly ceased, and all sorts of cheap special effects - you want better stuff? Okay, \$1 an issue beginning....only kidding!

"What is it?" asks the Princess.

"It's got to be EVIL," according to Oboe-1.

"What's Brian Dolton doing here?"

"No, it's more EVIL than that."

"Pete Tamlyn?"

BOOM CRASH and other thundering noises. "How dare you speak those names in the same thought with GRABAR THE HOTT!"

"I thought you said EVIL - not pathetic!" replies Luscious.

The skies clear, and the voice becomes softer. "Nobody's perfect."

"Why the darkness?"

"I didn't want to take the chance that Calberchian lost his hat. I'm pathetic, not stupid - well, not MUCH."

"O Grabar the Hott, the Bourse-"

"Capitalize 'The' in 'The Bourse'."

"The Bourse has brought us here in our quest for the TRUE Rebel Victory. Can you help us?"

"You're looking at a guy who uses lead ships and tanks, even though tanks weren't used until 1916 or so at Cambrai. Next thing you know, it'll be cardboard counters and six-sided dice with standard odds-ratio and (egads) terrain effects."

"Get to the point, Edith!"

"Who's Edith?"

"Brilliant! First I have my hat blown off, and now we meet a comic who doesn't know what The Bourse is, but knows how it's spelled."

"Your hat was blown off?" The skies became dark again - too late!

Yawn Boring has ordered the remaining fleets onto an attack course -

"Where? Where?"

"That planet there."

"How pathetic can you get?"

Say, that's an Elvi trick - long-distance mind matters were a specialty of Garro. The Rebels may pull this off yet. (But not QUITE yet - I still have to fill this 'zine, you know.)

I'm glad I don't have to hand out freebies for DIP WARZ - still, LOM needs filling! There's still \$1 credit to ANY ANY ANY 'zine(s) for each page that fills. Partial pages get partial pay - but there's a minimum \$1 pay for the first page (or fraction) and 50¢ for a partial page past the first full one. Understand? Oh. By the way, credit applies only to North American 'zines and are subject to the approval of the publisher(s) of the 'zine(s) involved.

PAGE 5 - you passed the UP FRONT openings on the previous page

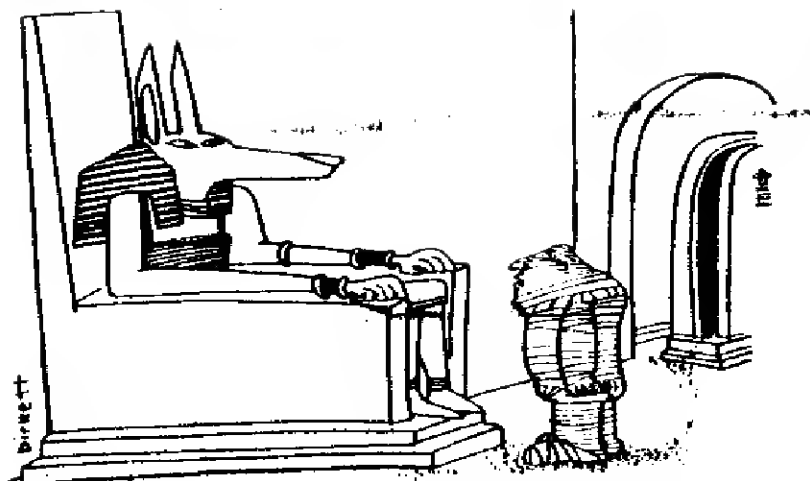
AND NOW, as a special service, LOM NEWS SERVICE presents THE PICTURE FEATURE, for people who don't read the words and want the INSIDE SCOOP on what's happening in the hobby today....

Well, it looks as if John Boardman's "amnesty to fakers" was just a ruse to introduce his latest anti-faking device...

here we see his latest creation heading for Albany, NY. Future missions include Memphis and most of Southern California. Don't forget to duck.



The president of the Friendly Neighborhood Laundry Service chain personally flew to his Wichita branch to handle Bob Olsen's pre-RUDGECON laundry. No starch in the pants, please. Meanwhile, the buffet plans for this con are going along rather smoothly, even if the lobsters are putting up a struggle.

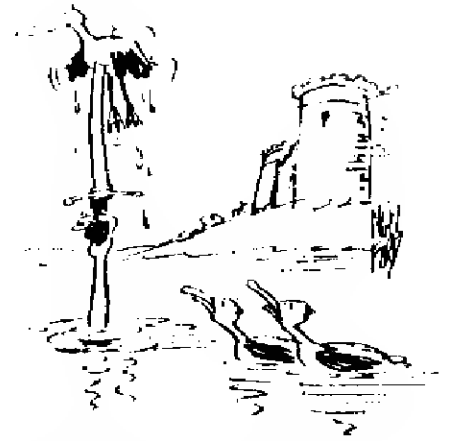


"And what's wrong with my asking for a share of the CIVILIZATION profits?" You mean that the \$22 minus the costs of the cheap map, counters, and other things, all goes to AH? Next will be cardboard counters and a cheap map for DIPLOMACY....



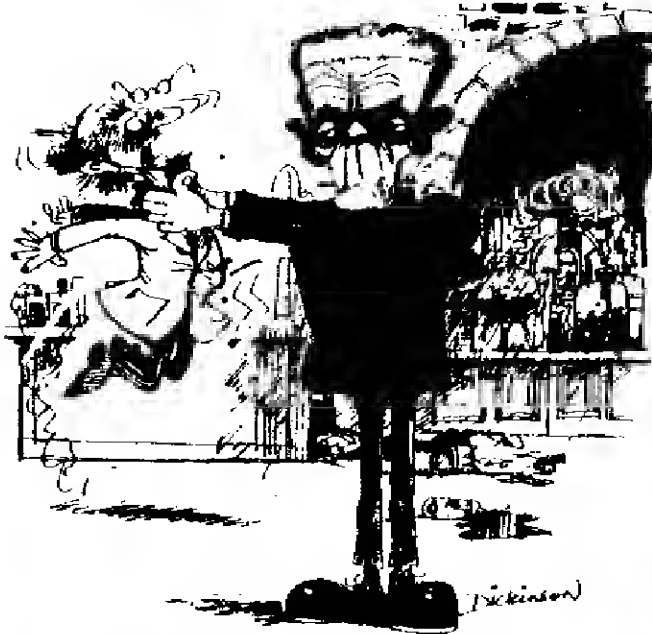
"Yes, you too can have the honor of being stabbed by Bloodsucker herself - see inside for more details." Since that elimination in 1981AK, Kathy is not taking any chances.

Sorry, tough luck for Cathy Cuning - it seems that Brian Dolton decided not to go boating that day. Oh well, maybe she can have a duck dinner with Steve Arnawoodian - are the rumors of their impending marriage true? Well, it doesn't say anything about it in THE NATIONAL LIFER, so I guess not - Cathy's still up for grabs.



SPORT - Ieapo Stabo from the planet Honestinjun today won the annual Intergalactic Throat-Wrestling Championship. Here we see Ieapo with the winning hold. How does he do it? "Like this...." GLAAAAAKKK!!

Finally, in the world of science, researchers at the University of California, Berkeley, have developed the ULTIMATE high - the only trouble is, the high can only be achieved by jumping out of a window 30 floors (or more) up - the maximum effect is achieved just before the body hits the ground and goes SPLAT. The greater the dispersal of the body's



remains, the greater the drug's effect, after testing on random subjects thrown out of the top window of the nearby Transamerica Pyramid. The drug is being used as a propellant in cans of Uncle Al's Blueberry Whip, available at finer stores and head shops in your area.

NOTES:



And now for Gary Coughlan's favorite part of this 'zine, which didn't make the top 30 in the North American 'Zine Poll - then again, neither did GIVE ME A WEAPON or WINSOME LOSESOME....

"Here's the tossup: I'm having trouble reading this - it's a bit dark in here today! (Spotlight) That's better. Anyway, everybody knows there are 112 pieces in a Diplomacy set - quickly, how many begin a game still in the box?" (Contestants are heard to say things like "three, six, nine - no, ten, thirteen, or fourteen") "Time's up! The answer is 90."

Could YOU have answered that question - WITHOUT looking in the box? We know THEY couldn't! Once again, it's time to match stabs with the champions in America's favorite game that still has a good mapboard, the varsity sport of the mouth,

(it's supposed to say DIP BOWL, but it's too dark in here to see it....)

Today's match comes almost LIVE from Wheeler Auditorium on the University of California campus in Berkeley.... "Let's meet the teams!"

"Where is everybody? Let there be light!"

A voice from offstage answers: "Let there be light? Who are you, Berch or Sacks?"

"Forget it - let's get right to the questions, OK?"

Well, there were the usual hobby questions, like "There's been a lot of debate over 1962A - what was the result?", a few Dip questions, as in "How many land areas touch Switzerland?", some non-Dip questions, including "How many players does it take to fill as few games of THIRD REICH, CIVILIZATION, and AXIS & ALLIES such that each game has the maximum stated number of players per board, and each person is in exactly one of each game?", and the usual garbage, like "Put Portland, San Francisco, Seattle, Reno, and Los Angeles in west-to-east order according to longitude". Seems strange that nobody got these right (the answers are: it didn't finish, five, 210, and they are in that order (I got the first three; I had #4 except I put Seattle west of SF - I knew Reno was west of LA)). If you did better, send me an article (I never get any anyway, except near anniversaries). Now, back to the live action, near the end of the match.

"Well, this mystery team sure is running up the score - the other side is silent in awe, I suppose. Anyway, here's another tossup: every true dipper can spell Tyrrhenian and Mediterranean - but how do you spell Skagerrak?" (BUZZZZZ)

"Mystery team, whoever you are....S-K-A-G-G-E-R-A-K"

"Reminds me of Kathy~"

One of the Mystery Teamers gets up, her voice changed back to normal.

"It does, does it?"

"Hey, let's get those lights on!"

Lights on - the mystery team consists of Kathy Byrne, John Caruso, Dave Grabar, and Steve Heinowski. The other team is - not there! Suddenly, a crowd of people bursts through the door, led by Alan Moon with a "Parker Brothers" shirt on. "All right, who told us that the game would be at USF? Oh, so it was you, wasn't it?"

Alan and Kathy pull out their swords and have at it. CLASH - a beautiful parry! SWISH - too bad she can't attack. CLANG SMASH - hey, let's have some movement! Now, swing from the chandelier, onto the stage - too far to the - OOOOF - left. (TWEEEEEEET)

"Hold it - HOLD IT! Just enough of a break to say that the final score is 385 for the mystery team to zero for the new guys. However, since the mystery team was killed in the last episode, they couldn't be here, so the new team wins - except for the fact that they didn't score anything, either. Is it a tie? Wait a minute - Kathy loses 5 points for violating the city's no-smoking ordinance, as usual, so the Parker Brothers team wins, even though they're not eligible for DIP BOWL because all four of the players have to be in the hobby."

"What do you mean, points off for smoking?"

"Just because you're immortal does NOT mean that you're God - or, for

she isn't PAGE 8, either - too bad



you Pete Tamlyn neo-pagan types, whatever you call the thing(s) that derive what we can't apparently seem to control, or whatever the definition is, since I don't know - anyway, we've made the decision."

"Hey, you the narrator - why are we going through all of this garbage? Couldn't think of anything good?"

I'd like to see YOU think up enough stuff to fill four pages of - hey, where did that guy come from? Him on the left - who are you?

"I've come to take the blow for Rod Seaparter and save the Rebel Diplomatic Cause. Let's hear it for THE BOURSE!"

Wrong story - on top of that, you're an issue late.

"Excuse ME." (POOF)

Well, anyway, come back next time, when we may figure out who's going to be playing - if anybody. (I'm working on a new series somewhat based on the NBC ex-game show BATTLESTARS, which was around for 13 weeks, was cancelled, came back as THE NEW BATTLESTARS, lasted another 13 weeks, and was replaced by reruns of DIFF'RENT STROKES (Whatchutalkinbout?).)

-OOH-AAH-ANOTHER-MOS-EISLEY-SPACEPORT-JUST-ARRIVED-READ-IT-AND-THEN-COME-BACK-HERE--

John Michalski wants to know about THIRD REICH, huh? You could always ask Mark Matuschak, editor of THE BUZZARD'S BREATH and the hobby's resident Third Reich guy. Let's see if I can't answer a few of these things.....

Okay, John, you want to refight the war the way you want to? I found something in Volume 15, Number 5 of THE GENERAL, and applied it here. Germany begins with 110 BRPs and one loss 4-6 in the force pool; Austria consists of Graz and the two hexes to its west, Borchtesgaden, one hex to its west, two hexes to its east, and the hex which is 2 east of Munich, with Vienna added (as the capital) 1 hex NE of Graz; Czechoslovakia consists of the hex NW of Budapest, the four hexes on the same row as Munich which are between Austria and Poland, and the hexes which are 2, 3, and 4 hexes east of Nuremburg, with Prague added as the capital 2 hexes east of Nuremburg. Austria's forces are 3 1-3s; Czechoslovakia has a 2-5 and two 2-3s. Each country is worth 20 BRPs; the game begins in Summer (or Spring) 1939. If Czechoslovakia is taken, the removed 4-6 is replaced.

I'm pretty sure that Germany may cross the Partition line without a DOW - until Poland falls, at which time Germany must either retreat or declare war on Russia.

I don't understand why German air in Helsinki can't be used to support an attack on Stockholm - Helsinki is an airbase, and you can SR air units there from Konigsberg (16.5).

Too bad the Air ~~Wenda~~ Force doesn't let you use their copier - you could do another BB? (Well, if you had the time - and the letters....)

By the way, MOS EISLEY SPACEPORT is the #1-rated subzine in the 1983 Runestone Poll. Respect at last for this 'zine! Well, not exactly for LOM, but close enough for me. Now I can claim having things on both ends of the scale - I was first in the 1982 GM poll, from the bottom up. (I think I was underrated - I would have given myself a 4 last year - this year, a 3 at most)

\*\*\*\*\*  
I GUESS MICHALSKI GOT THEM ALL IN LINE

Not much room for Python....for you British types, I got this from THE RUTLAND WEEKEND SONGBOOK. (You North Americans which are confused after reading this: the names are of British soccer teams)

(Clap/clap/clap-clap-clap/clap-clap-clap-clap/clap)  
I throw house bricks for The Arsenal / I chuck lead pipe for Westham  
I kick and maim for Chelsea / I kill for Tottenham  
I drop bottles for United on the crowd from up above....  
Yes, football is the game that we all love!

I raze and slash for Sheffield / I cut 'em up for Q.P.R.  
I stick nails in 'em for Norwich / For Leeds I slash and scar  
For Celtic I throw petrol bombs whenever our team score....  
Yes, football is the game that we adore!

We all love football - Kill! Rape! Slash! AAAHH!  
We all love football - Shoot! Stab! Boot! GOOOH!  
Football is the game that we adore!

This is  
PAGE 9

"You will never find a more wretched hive of scum and villainy"

# MOS EISLEY SPACEPORT

#35 July 1983

MOS EISLEY is a roving column of assorted stuff brought to you every now and then by John Michalski, Rt 10 Box 526Q, MOora, OK 73165. It is essentially a measure of hobby desperation for filler. So, why not write your favorite publishers today?

This MES is actually coming to you as a double bonus for me; besides sub credit, I am being paid for typing time, doing this as I am as part of my two weeks of summer camp with the Air Parcial Reserve ("Pray for Peace"). Those of you who have followed my misadventures in these things know that in the 5 brief months I have baan with this organization (and I use the term loosely here), I have been goosed in the sas every single month out here to date. They scrawed me out of the tech school I enlisted for, acrewed up my job assignment (I finally did the paperwork myself to put myself into the job I wanted), scheduled me for summer camp in California and then dropped me without notice at the last moment, just as I got laid off, and then were very reluctant to give me a home station tour. Well, I kicked some asses verbally, called the commander at his New Orleans home at my expense and his strong annoyance, and got some action. Orders came, but no one knew where I was to report. It said report no later than "0730 July 9", so I came out, signed in on a sheet of tablet paper in a nearby office where there was anyone at all around, took my free breakfast at the chow hall, and went home. Same thing Sunday, but, the building was locked when I tried to sign in again. So sitting home Sunday night, playing/experimenting with THIRD REICH with two others, here comes a call from the Air Force advisor saying that I do not need to report out at the base at all until Monday. Smart. 52 wasted miles of driving for me, but, what does this unit care? So anyhow, he says "Here's the combination to the lock on the door. Go out, read the regs, clean up, and if we can think of anything for you to do, we'll let you know" Well, shit, that's OK with me. I'm here now all alone in an empty office set that no one will be in until the 24th, so I hope they'll just forget about me. With luck, I can take half the time off. For today, I'm starting this MES, looking for any office supplies I could put to good use, and just like they've taught me, I could really give a shit less. I get paid whether they do what's right, or just pick their noses. (And there are more than ONE office in the admin building across the street where you walk by and there's nothing there except two guys with their feet up on the desk..). With a little luck and Gary Howa's THIRD REICH game he left with me, I may be able to figure out how to play that sucker decently, which would get at least something good accomplished out of this time. Aside, that is, from the money I so desperately need.

Lots of air activity out the window here; Tinker AFB is pretty decent size, and there are a few B52s in sight, the active AWACS unit is here, F4a below in this Reserve unit, and there was one F15 taking off this morning--B52 taking off now--and a CSA parked at the north end of the field. Too bad the Commissary is closed today, Monday, or I could go over there and BS with the old crew. Tomorrow the Thrift Shop will be open, a sort of second-hand store. It will be a good chance for me to turn in and sell a lot of old junk of ours and get

\*\*\*\*For those of you who may have noticed "a grammatical error" in the Football song, note that one of the differences between English and American is that, in English, a team's name or "team" by itself refers to the players/members and is thus considered plural, so "Whenever our team score" instead of "scores" is correct. (Another example; in a past Oxford-Cambridge crew race, the Cambridge boat began to go under - the British announcer said, "Cambridge are sinking!").

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some bucks for it. Also, tonight I may just go out to the airport and apply for a night job with Budget RENT A Car that offers \$5 an hour. That's a dollar and a half above the only other things I can find open. That's where we stand on "recovery" and the value of a business degree. Another good trick is to take back some old unused supplies in the garage that still have their original store price tags on them: with a Visa slip for "merchandise" from that store, I can get full credit for it instead of having to sell it off at bargain rates at a garage sale or something like that. Four down, one box still to go. So, what are you doing on YOUR summer vacation?

This past weekend was Origine, and if it weren't for my having to be on "duty" as I was, I might have just hitched up there or something. Hell, nothing else to do. Why don't one or two of those of you who attended send me your views and reviews for print?

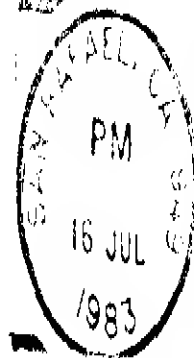
Since there are a few wargamers out there in the general population of LOM readers, let me bring up some questions I have about your won experiences with AH's 3d Reich. I am an experienced wargamer, but there is just too much weird stuff tucked away in the many nooks and crannies of AH's "4th edition" rules--and with 4 editions, you know there's been a lot of hole-plugging! It seems to me that instead of letting you refight the war (all references should be considered as to the 1939/Campaign game scenario), and refighting it the way you want to, they are instead following the old (and disgusting) SPI tack of forcing you to re-do everything the way it really was done, in the same order, and probably to the same conclusion. Take the question of dealing with what AH calls "East Europe", for example. It appears that if Germany wants to, she could start the war by occupying the area of the Baltic States and eastern Poland herself, stop at the border of Russia, and then pass, in effect daring Russia to do anything. Russia would be permitted to DoW on Germany, but it seems to me, would not do so until at least Winter 39 turn if then, just to limit damage to herself and give herself a chance to build up. But the rules are very unclear on that, written as they were, by the same folks who put it all together and never even gave a thought to the fact that someone else might want to do something different, or at a different time schedule than they themselves planned for it to go. Another part would indicate that Germany cannot be beyond the demarcation line without a DoW on Russia, while other parts indicate otherwise. Anyone out there experienced with this enough to shed some light on the situation, aside from just local patchwork decisions to force the rules to work somehow? What are your experiences? I thought I had a good scheme worked out whereby Russia would invade Turkey in F39, then France DoW also, and sends in the Syrian 2-3 while England SRs in the WDF behind it. If Russia takes the one hex in the Caucasus /Black Sea coast with an armor occupier, the entire Turkish army east of there is out of supply. Russia mops up T in W39, and the points are shared with, or given to, England! But no, they put in another plug rule to forbid joint western-Russian actions against any small fry. In last night's stuff too, France sent the Calais 2-3 ashore in England to help wipe out a minor German bridgehead there, while the British good units were concurrently sent over to France to do the important work. But what happens? I find now another little rule that forbids French units on any British soil, despite France welcoming British units on its own soil. Too bad; I'd been suing French fleets to garrison Malta, and sometimes Gibraltar, when the English needed to be away... Oh, well, another good tactic down the tubes. Let me thank Dick Martin for a 3 page letter with some of his 3R views, which I'll print if I can find the letter. I did take Portugal (as England) last night, and only afterwards found that troops you send IN are unable to come OUT. Also, the trick we used of sending German air to Helsinki as a base from whence to support attacks on Stockholm is also a no-no, as is British ground support over (occupied) Paris. (What are the French supposed to try and retake the city with, a bayonet charge?) Oh, well. Let me know what you think.

\*\*\*\*Most other editors/publishers would only give John 1 or 2 issues for an MES - I give \$2.00 credit - that's FOUR ISSUES extra. Who knows - four LOMs may someday be worth as much as one or two WHITESTONIAS or EUROPA EXPRESSES.

All out of room for this issue - John Michalski saved me at least a week, and that's worth two bucks any day. Next issue may conflict with the beginning of classes at Berkeley, PACIFICON, or some other things, so I don't know when it'll be. Expect about 5 weeks from now.....

This is PAGE 11 - all you get for 50¢

DON DEL GRANDE  
142 ELISEO DRIVE  
GREGGDALE, CA 94904  
USA



LARRY PEERY  
P.O. BOX 8416  
SAN DIEGO, CA 92102

FIRST CLASS MAIL